

Extend your gaming experience with



- Collect Units as you play, across Ubisoft games
- Unlock additional in-game content
- Share content with your friends
- Get help to beat your games
- Access all downloadable content

directly from **your games**
or on www.uplay.com

Uplay, the Uplay logo, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment. © 2008 Ubisoft Entertainment. All Rights Reserved. Some services may not be available at time of game release. High speed internet access is required to access online features and to play online. Creation of a Ubisoft account is required to access Uplay. You must be at least 13 to create a Ubisoft account without parental consent. Ubisoft may suspend or cancel access to online features upon a 30-day prior notice published at www.uplay.com. For more information on the terms and conditions applicable to this game and on updates, visit www.uplay.com.

KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

300042911



NCIS™

BASED ON THE TV SERIES



⚠️ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

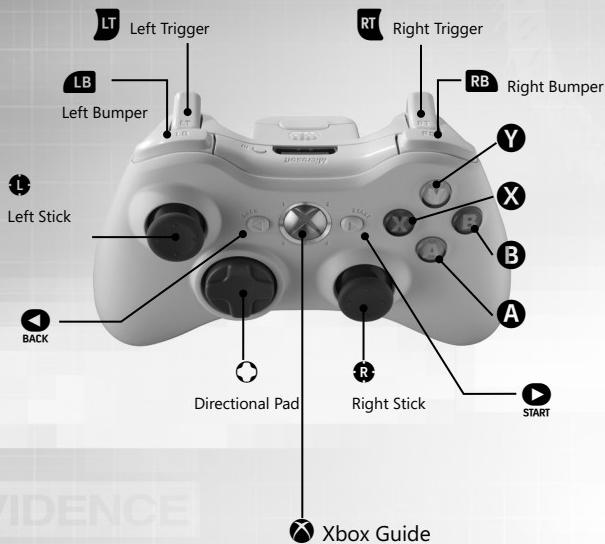
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

TABLE OF CONTENTS

GAME CONTROLS.....	2
CONNECTING TO XBOX LIVE	2
INTRODUCTION.....	3
MAIN MENU	3
THE GAME.....	3
INTERVIEWS AND INTERROGATIONS	6
FORENSICS WITH ABBY	7
COMPUTER INVESTIGATION WITH McGEE.....	9
AUTOPSY WITH DUCKY	10
TECHNICAL SUPPORT	12
WARRANTY.....	14

GAME CONTROLS



Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

INTRODUCTION

The sun has hardly risen on a new day, and already NCIS is on the case. A casino in Atlantic City was robbed in the early hours of the morning and two guards were shot dead; one was a naval reservist. It all seems pretty straightforward at first, but as the details unfold, the plot thickens. Investigate crime scenes, interview suspects, track criminals with nothing more than hacked cell phone records, and get reluctant witnesses to speak using your superb interrogation skills to get to the bottom of the case and catch the perpetrators before they strike again.

MAIN MENU

New Story: Start here if you don't already have a saved game.

Existing Story: If you already have a saved game, click on this option to select it.

Credits: Click this to launch the game credits.

Once a story has been created or selected, a new menu will appear:

Start Game: Start a new game. This option only appears if you selected "New Story" in the previous menu.

Continue: Open the most recent saved game file, which will resume at your last save point.

Select Episode: If you have progressed beyond Episode 1, this option will allow you to select a specific episode to replay.

Options: Adjust your audio options and subtitle settings.

Note: During the game, you can use the START button to open the Pause menu and select "Exit" to return to the Main menu.

THE GAME

Similar to the TV series, the game is played in a series of episodes. After the intro to each episode, the team assembles in the NCIS squad room and Gibbs briefs you on your new case.

Each case begins at the crime scene where the NCIS team will gather the necessary evidence to crack the case. The evidence gathered at the crime scene will be processed by Abby in her lab or, if computer research is required, by McGee.

Investigating Crime Scenes

Moving Around



When the arrow cursor is displayed, pressing the **A** button will move your character to the position of the cursor.



Looking Closer

The cursor changes to a magnifying glass when it passes over something that can be examined more closely. Pressing the **A** button when this cursor is displayed will open a closer view of the object, allowing you to inspect it in more detail.



Interacting with Objects

Your cursor will change to a hand when it passes over an object with which you can interact.

Activity



At a crime scene, trigger an activity by pressing the **A** button when the hand cursor appears. This cursor will appear when you hover over an interactive object.

To carry out an activity, you must use the left stick to target an object and press the **A** button. Hold down the **A** button to perform the movement displayed on the screen. Some activities may require you to carry out a sequence of movements.

Safe-Cracking



Once the hand cursor is over a safe or padlock that can be cracked, pressing the **A** button will trigger the safe-hacking activity.

During this activity, you will have to gently rotate the left stick in the direction shown on the screen. A flashing light shows when you are close to the correct digit, indicating that you must slow down. Once the light turns green, the digit is entered and you can proceed to the next one. Once all the digits are entered, the door or the lock will open automatically. If you turn the left stick in the wrong direction, it will reset the combination and you will have to go back to the beginning.

Talking to a Teammate



The cursor will turn into a conversation bubble with an exclamation point if it is over a character that has an important objective for you. Pressing the **A** button when this icon is active will trigger the dialog.



When the cursor changes into a conversation bubble, your teammate will give you some clues about what to do at the crime scene. Pressing the **A** button will trigger the dialog..

Taking a Photo



If you press the **A** button when the camera cursor is displayed, you will enter the photo interface. To take a picture of the object, use the left stick to aim at the object.



The reticle will turn green when it is over the correct object. You can zoom in or out by moving the right stick up or down to frame the object in the photo. The rulers on the borders of the screen will turn green when the correct zoom level is achieved. Once both the aim and the rulers are green, you can adjust the focus. To do this, hold down the **A** button until the square in the centre of the screen turns green. A successful photo will always be rewarded with an evidence card.

Interviews and Interrogations

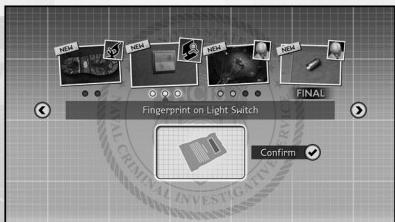
The NCIS team will frequently question witnesses or suspects to gain information that is crucial to the case. All these conversations are initiated automatically.

During an interview, you will have to interrupt the witness at the right time to ask them for more details about a specific topic.



To do this, quickly press the **A** button when it appears on the screen.

During an interrogation, in addition to looking for more details, you will have the opportunity to interrupt the suspect and compare his statement with a piece of evidence.



To do this, press the **A** button when the cursor is over a piece evidence to access its description, or hold down the **A** button and drag the piece of evidence to the selection slot.

In both the interview and interrogation process, you can skip dialog with the **B** button when you restart it.

Forensics with Abby

After the field team gathers the evidence through crime scene investigations and interviews, Abby will process the evidence in her lab. The cursors in the lab are the same as at the crime scene, so to interact with an object, just press the **A** button when the cursor is displayed as a hand.

Several activities are available for processing the evidence:

Fingerprint Lifting

To find out who used an object at a crime scene, you first need to lift a fingerprint from the object. You can help Abby lift the prints by performing the actions shown on the screen.



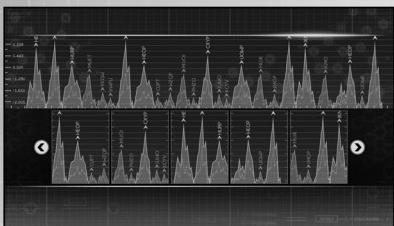
Fingerprint Comparison

Once the fingerprints have been lifted from an object, they can be compared to samples from the database to find a match. You can drag the fingerprint from the left screen to compare it to the samples on the right by clicking on them with the **A** button and moving the left stick while holding the **A** button down. You can also rotate the fingerprints to compare them to samples by simply rotating the left stick.



Chemical Analysis

Chemical products may sometimes be found at a crime scene. Abby's favourite spectrometer can take care of the heavy work and enable you to compare the compounds to ascertain the chemical composition of the substance.



To compare the evidence with a sample compound, drag the sample compound over the substance found at the crime scene. To do this, select the sample with the **A** button and hold the button down while moving the left stick.

Ballistics

You can analyse any bullets found at a crime scene to uncover information about a weapon used at the scene.

Using the bullet comparison software, compare the slugs found at the scene with those in the database to find a match.



Drag a bullet found at the crime scene over a database entry by clicking on the evidence with the **A** button and holding down the button while moving the left stick.

Computer Investigation with McGee

When it comes to computer research, there's no one better than McGee.

Data Mining

To access secure data, you will have to help McGee hack into secure databases.

There are three types of security protection:

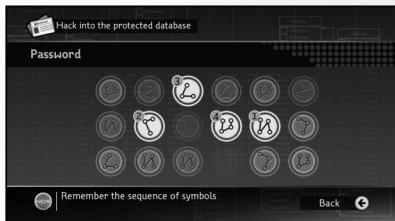
Timing

To get through this security measure, you will have to quickly click the **A** button on the enlighten key.



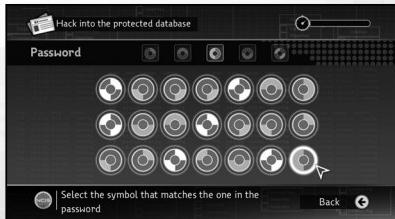
Memory

This security system will challenge your memory. You have to remember a sequence of symbols and enter them when prompted by clicking on them with the **A** button.



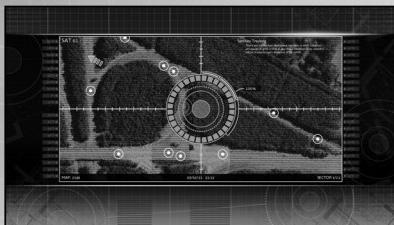
Pattern Recognition

In this system, a pattern is displayed in the upper part of the screen. Before the time expires, find the matching pattern in the input section and press the **A** button while hovering over it.



Satellite Tracking

The NCIS team will sometimes have to track a suspect that tries to escape justice. McGee, a computer expert, will use the satellite tracking software to locate the suspect.



To track the suspect's car, you will have to keep it under the target of the satellite. For that, just follow the car with the left stick. There are three levels of zoom: you will need to reach the final zoom level to successfully track your suspect.

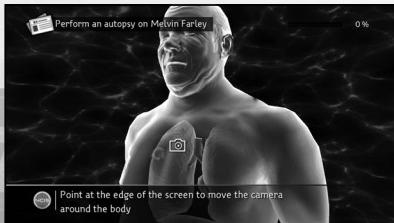
If you lose the car, simply scan the white cars with the target to find out which one is the right vehicle. To scan a car, just keep the target over it.

Autopsy with Ducky

Ducky can learn a great deal about a victim by examining the corpse. While in the morgue, help Ducky examine a victim's body by clicking on it with the **A** button.



You will then enter the Autopsy screen. In this screen you can rotate the camera by moving the cursor to the borders of the screen.

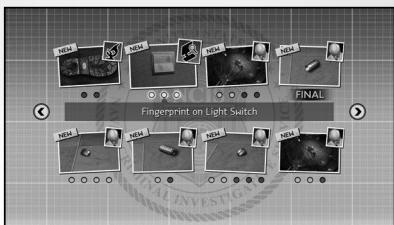


Performing an autopsy is like exploring a crime scene. You can scan the victim's body with the cursor to find clues. The photo cursor will appear if there is a clue that you can take a picture of. Press the **A** button to trigger the photo activity in the same way you would at the crime scene.

Usually several clues are needed to complete the autopsy.

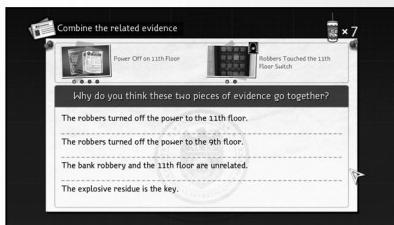
Deduction Board

When a deduction is needed, an arrow will point at the LCD screen that can be used. Just press the **A** button on the screen indicated by the arrow to trigger the deduction board.



Once on the deduction board, you must find the pieces of evidence that are connected and could be combined. You can find clues about how to combine the pieces of evidence by looking at the description. You can review the description of a piece of evidence by clicking on it with the **A** button. To merge pieces of evidence, select an item, hold down the **A** button, drag the item over another piece of evidence, and then release the **A** button to drop the item.

Once two relevant piece of evidence are combined, a Quiz page will open with a question about the link between the pieces of evidence.



To answer the quiz, just click on the correct answer with the **A** button. If the answer is right, the evidence merge animation is displayed and a new piece of evidence will emerge.

TM & © 2011 CBS Studios Inc. All Rights Reserved. Software © 2011 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Uses Blink Video. Copyright © 1997- 2011 by RAD Game Tools, Inc.

TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please contact our 24-hour online solution centre at <http://support.ubi.com> first.

Our Support team can be reached on 0871 664 1000 (national rate) between 11am and 8pm, Monday to Friday (excluding bank holidays).

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer.

Damaged Game:

If your game is damaged at purchase, please return it to your retailer with a valid receipt for advice on replacement.

If your receipt has expired and you are within the 90-day warranty period, please contact the Ubisoft support team for verification.

Please note that we do not offer hints & tips at our technical support centre. These can usually be found free of charge on the Internet.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the address below, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access online game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

NOTES

EVIDENCE

EVIDENCE

14

NOTES



E
DENCE

15

NOTES

EVIDENCE

EVIDENCE

16